

Nintendo ENTERTAINMENT SYSTEM

EmuMovies

Broderbund Software, Inc., 17 Paul Drive,
San Rafael, California 94903-2101

Printed in Japan

Nintendo ENTERTAINMENT SYSTEM

NES-SU-USA

INSTRUCTION MANUAL

SPELUNKER™

Action Series

 Brderbund®

Nintendo ENTERTAINMENT SYSTEM

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for play on the

Nintendo

ENTERTAINMENT SYSTEM™

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System are trademarks of Nintendo of
America Inc.

Spelunker by Tim Martin and
MicroGraphicImage.

©1987 Brøderbund Software, Inc.
Programmed by IREM Corp.

Thank you for selecting the Nintendo Enter-
tainment System Spelunker™ Game Pak.



PRECAUTIONS

- 1 This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
- 2 Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3 Do not clean with benzene, paint thinner, alcohol, or other solvents.

This game has been programmed to take advantage of the full screen. Some older model T.V.'s have rounded screens and may block out a portion of the image.

OBJECT OF THE GAME/ GAME DESCRIPTION

Priceless treasures await you in a chamber deep within the earth. Between you and the treasure are traps and barriers, restless ghosts of spelunkers who lost their way, and countless other dangers. Your mission is to explore the caves and find the keys that will unlock the doors leading to the next passages. There is a tale of a legendary pyramid, in the deepest part of the cave, filled with riches beyond your wildest dreams.

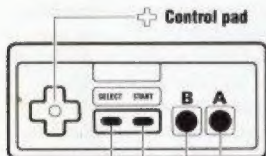
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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CONTROLLING THE SPELUNKER

Controller 1

* Controller 2 is not used.

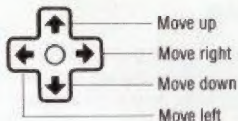


SELECT

START

"B" button

"A" button



Move up

Move right

Move down

Move left

Player: Moves up, down, left and right.

Elevator: Moves up and down.

Mine car and boat: Moves left and right.

START button

Pressing the START button at the title screen will begin the game.

To Pause—If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

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"A" button (jump)

Use this button when jumping over small rocks or to jump on or off a rope or ladder.

"B" button (fire)

The Ghost

Use the "B" button to fire your Phantom Blaster (you can only fire when standing on solid ground).



The Bat

Pressing up on the control pad and the "B" button simultaneously will fire a flare which will temporarily scare the bat. Flares are available throughout the caverns.



Dynamite

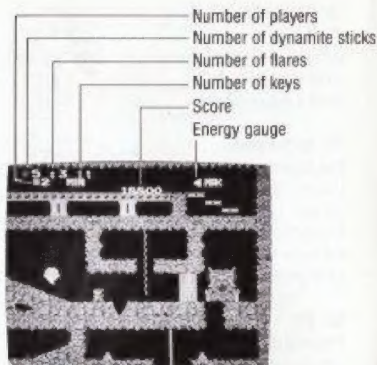
Pressing down on the control pad and the "B" button simultaneously will drop and light a stick of dynamite. Put the dynamite right next to any large rocks blocking your path, but be sure to be far away when it blows!



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HOW TO PLAY

Control the player by using the control pad to move (up, down, left, right) and the "A" button to jump. When the player gets into the elevator use the control pad to move him up and down. While in the boat or the mine car, he can move left and right. If the player falls off a cliff, rope or ladder, into a pit, or loses all his energy, he loses one life. In order to jump to or from a rope or ladder, use the control pad and button "A" simultaneously.



HELPFUL TIPS

NEVER FALL!!!

Falling off of a cliff or into a pit will cause you to lose a life so use ropes, ladders or jump whenever you need it.

ALWAYS CHECK YOUR ENERGY LEVEL!!!

When you lose all your energy, you will lose a life. So always check your energy level.

HIDDEN TREASURES!!!

Valuable treasures can be found scattered throughout the mines—but they're not always visible. Explore the caverns thoroughly to find them.

CHARACTERS

Player



Ghost



Bat



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TREASURES AND WEAPONS

Sack of money and
coins



Energy — recharges
your batteries.



Flare — temporarily
blinds the bat.



Dynamite, breaks
down
big rocks.



Something nice
to have,
a miracle.



Diamonds-?



SEARCH for the 2 keys.

Red key —
opens red door



Blue key —
opens blue door



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SCORE

Ghost—2000 pts.



Bat—1000 pts.



Energy—100 pts.



Flare—300 pts.



Dynamite—500 pts.



Sack of money—
500 pts.



Coins—1000 pts.



Red key—2000 pts.



Blue key—1000 pts.



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Miracle—
100 to 1000 pts.



Checkpoint—10,000
points plus a bonus
for energy left



Last checkpoint—50,000
points plus a bonus for
energy left plus the value
of the weapons collected



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the

following measures:

- ▶ Reorient the receiving antenna.
- ▶ Relocate the NES with respect to the receiver
- ▶ Move the NES away from the receiver.
- ▶ Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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MEMO

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THE NINTENDO ENTERTAINMENT SYSTEM (NES) IS A HOME ENTERTAINMENT SYSTEM DEVELOPED BY NINTENDO. IT WAS FIRST RELEASED IN JAPAN IN 1983, AND LATER IN NORTH AMERICA AND EUROPE. THE SYSTEM CONSISTS OF A CENTRAL UNIT, A CARTRIDGE, AND A CONTROLLER. THE CENTRAL UNIT IS A SMALL, BOXY DEVICE THAT PLUGS INTO A TV. THE CARTRIDGE IS A SMALL, CARTRIDGE-LIKE DEVICE THAT PLUGS INTO THE CENTRAL UNIT. THE CONTROLLER IS A SMALL, HAND-HELD DEVICE THAT PLUGS INTO THE CENTRAL UNIT. THE NES WAS THE FIRST HOME ENTERTAINMENT SYSTEM TO BE SUCCESSFUL IN THE UNITED STATES. IT WAS THE FIRST SYSTEM TO BE RELEASED IN THE UNITED STATES IN 1985. IT WAS THE FIRST SYSTEM TO BE RELEASED IN EUROPE IN 1986. IT WAS THE FIRST SYSTEM TO BE RELEASED IN JAPAN IN 1983. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SOUTH AMERICA IN 1987. IT WAS THE FIRST SYSTEM TO BE RELEASED IN AUSTRALIA IN 1988. IT WAS THE FIRST SYSTEM TO BE RELEASED IN NEW ZEALAND IN 1989. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SINGAPORE IN 1990. IT WAS THE FIRST SYSTEM TO BE RELEASED IN HONG KONG IN 1991. IT WAS THE FIRST SYSTEM TO BE RELEASED IN TAIWAN IN 1992. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SOUTH KOREA IN 1993. IT WAS THE FIRST SYSTEM TO BE RELEASED IN THAILAND IN 1994. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MALAYSIA IN 1995. IT WAS THE FIRST SYSTEM TO BE RELEASED IN INDONESIA IN 1996. IT WAS THE FIRST SYSTEM TO BE RELEASED IN PHILIPPINES IN 1997. IT WAS THE FIRST SYSTEM TO BE RELEASED IN VIETNAM IN 1998. IT WAS THE FIRST SYSTEM TO BE RELEASED IN LAOS IN 1999. IT WAS THE FIRST SYSTEM TO BE RELEASED IN CAMBODIA IN 2000. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MYANMAR IN 2001. IT WAS THE FIRST SYSTEM TO BE RELEASED IN BURMA IN 2002. IT WAS THE FIRST SYSTEM TO BE RELEASED IN NEPAL IN 2003. IT WAS THE FIRST SYSTEM TO BE RELEASED IN BANGLADESH IN 2004. IT WAS THE FIRST SYSTEM TO BE RELEASED IN PAKISTAN IN 2005. IT WAS THE FIRST SYSTEM TO BE RELEASED IN INDIA IN 2006. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SRI LANKA IN 2007. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MALDIVES IN 2008. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MALAYSIA IN 2009. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SINGAPORE IN 2010. IT WAS THE FIRST SYSTEM TO BE RELEASED IN HONG KONG IN 2011. IT WAS THE FIRST SYSTEM TO BE RELEASED IN TAIWAN IN 2012. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SOUTH KOREA IN 2013. IT WAS THE FIRST SYSTEM TO BE RELEASED IN THAILAND IN 2014. IT WAS THE FIRST SYSTEM TO BE RELEASED IN INDONESIA IN 2015. IT WAS THE FIRST SYSTEM TO BE RELEASED IN PHILIPPINES IN 2016. IT WAS THE FIRST SYSTEM TO BE RELEASED IN VIETNAM IN 2017. IT WAS THE FIRST SYSTEM TO BE RELEASED IN LAOS IN 2018. IT WAS THE FIRST SYSTEM TO BE RELEASED IN CAMBODIA IN 2019. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MYANMAR IN 2020. IT WAS THE FIRST SYSTEM TO BE RELEASED IN BURMA IN 2021. IT WAS THE FIRST SYSTEM TO BE RELEASED IN NEPAL IN 2022. IT WAS THE FIRST SYSTEM TO BE RELEASED IN BANGLADESH IN 2023. IT WAS THE FIRST SYSTEM TO BE RELEASED IN PAKISTAN IN 2024. IT WAS THE FIRST SYSTEM TO BE RELEASED IN INDIA IN 2025. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SRI LANKA IN 2026. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MALDIVES IN 2027. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MALAYSIA IN 2028. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SINGAPORE IN 2029. IT WAS THE FIRST SYSTEM TO BE RELEASED IN HONG KONG IN 2030. IT WAS THE FIRST SYSTEM TO BE RELEASED IN TAIWAN IN 2031. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SOUTH KOREA IN 2032. IT WAS THE FIRST SYSTEM TO BE RELEASED IN THAILAND IN 2033. IT WAS THE FIRST SYSTEM TO BE RELEASED IN INDONESIA IN 2034. IT WAS THE FIRST SYSTEM TO BE RELEASED IN PHILIPPINES IN 2035. IT WAS THE FIRST SYSTEM TO BE RELEASED IN VIETNAM IN 2036. IT WAS THE FIRST SYSTEM TO BE RELEASED IN LAOS IN 2037. IT WAS THE FIRST SYSTEM TO BE RELEASED IN CAMBODIA IN 2038. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MYANMAR IN 2039. IT WAS THE FIRST SYSTEM TO BE RELEASED IN BURMA IN 2040. IT WAS THE FIRST SYSTEM TO BE RELEASED IN NEPAL IN 2041. IT WAS THE FIRST SYSTEM TO BE RELEASED IN BANGLADESH IN 2042. IT WAS THE FIRST SYSTEM TO BE RELEASED IN PAKISTAN IN 2043. IT WAS THE FIRST SYSTEM TO BE RELEASED IN INDIA IN 2044. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SRI LANKA IN 2045. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MALDIVES IN 2046. IT WAS THE FIRST SYSTEM TO BE RELEASED IN MALAYSIA IN 2047. IT WAS THE FIRST SYSTEM TO BE RELEASED IN SINGAPORE IN 2048. IT WAS THE FIRST SYSTEM TO BE RELEASED IN HONG KONG IN 2049. IT WAS THE FIRST SYSTEM TO BE RELEASED IN TAIWAN IN 2050.

BRØDERBUND'S LIMITED 90 DAY WARRANTY

Brøderbund Software, Inc. ("Brøderbund") warrants for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK") that the PAK is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, (415) 492-3500 between the hours of 8:00 and 5:00 (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected PAK (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

PAK REPLACEMENT POLICY

If any PAK fails within ninety (90) days for any reason other than accident, or misuse by the customer, please return the defective PAK together with a dated proof of purchase to Brøderbund Software-Direct, 17 Paul Drive, San Rafael, California, 94903-2101, for a free replacement.

Brøderbund will replace PAK's damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$10.00 each plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Brøderbund.

LIMITATIONS ON WARRANTY

Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, Brøderbund makes no other warranty, express or implied, regarding this product. Brøderbund disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

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